

SET UP PROCEDURE FOR H.E.S. 4-IN-1 CARTRIDGE

1. Make sure the power switch on your control deck is OFF.
2. Insert game cartridge.
3. Turn the power switch ON and the title page will come on.
4. If title page does not come on or it flashes, switch your control deck OFF, remove cartridge and go back to SET UP PROCEDURES STAGE 2.

MENU SELECTION

IMPORTANT - Before selecting game, press reset on your Game System once.

1. Use up and down control pad to move arrow and select game of your choice.
2. Press start.

PRECAUTIONS

This is a state-of-the-art game cartridge with very sensitive electronic components inside. Please use the following cautions:

- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Game System is turned OFF when inserting or removing the Game Cartridge.
- If using an input device other than a Control Pad please read the appropriate instruction booklet prior to beginning this game for correct installation into your system.

DUCKMAZE — INSTRUCTIONS

INTRODUCTION

Whilst waddling around in the field near his pond, Jack the Duck finds an egg. He knows that left out in the open it is in great danger and that he must take it somewhere safe to hatch. A soft lounge in a warm living room is just the place and Jack knows exactly where it is well sort of where it is Jack needs your help to guide him safely through the maze that leads to the living room.

Jack gets the egg safely to the entrance of the maze. Jack has to push the egg carefully through the twisting corridors and drop it carefully from one level to the next. Apart from getting lost, he has to make sure he doesn't break the egg by dropping it from too high up. But the worst is he's not alone!

Jack is constantly being attacked by wolves springing out at him trying to take the egg. Mad Bull Dogs, with duck dinner in mind, attack Jack and try to get him and the egg.

You have to help Jack out smart them all and make it safely through the maze.

CONTROLS FUNCTIONS



Control pad

CONTROL PAD

- Up } - Select level
- Down } - Move duck left or right
- Left }
- Right }

SELECT BUTTON - Choose number of players
START BUTTON - Starts and pauses game

A BUTTON - Combine with down on Control Pad to break hole through brickwork.

B BUTTON - Combine with Control Pad directions, to jump up, left and right.

LET'S PLAY

1. Press **SELECT** to choose one or two players.
2. Use the Control Pad to select the stage you desire from 1-20. Then press **START** to begin the game.
3. Use the Control Pad to move up, down, left and right.
4. Press "A" to break the bricks and "B" to jump.

SCORING

Collecting a ♥ = 300 points Killing a Bull Dog = 200 points

HINTS

1. In total there are 20 stages, the higher the stage the more enemies in the area, making it more difficult for you to pass.
2. In this game you have three lives, when you have lost a life, you must restart from the beginning.
3. Break through the floor to enter the next story. Careful on what you do otherwise you may strand yourself.
4. Notice that there is a white bar under the egg. The bar indicates how high you can drop the egg safely without breaking it when moving from one story to the next.
5. Take advantage of those square rocks. You can use the rocks to crush the Bull Dogs or you can pile the rocks up to let the egg fall safely without breaking.
6. You can dig holes to trap the Bull Dogs.
7. If the wolf is taking the egg, go back to your egg as soon as possible to scare the wolf away.
8. When you drop the egg on the lounge, a lovely duckling will hatch from the egg and you will pass on to the next more challenging stage. There are 20 levels in all for you to master.

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OTHELLO — INSTRUCTIONS

INTRODUCTION

Othello on Nintendo is based on the original board game and it's a game with simple rules. When you trap your opponent by placing two of your pieces at both ends of your opponent's row, all of his pieces will turn to yours. And, if at the end you have the most pieces on the board, you win the game. Therefore, both sides will compete to add one piece to the end of the opponent's rows. It is not easy to make a good move and that is the complexity of this game. However, with practice and careful planning, you will find the secret to make good moves. Your opponent can be either the computer or your friend.

CONTROLS FUNCTIONS



Control pad

CONTROL PAD

- Left } - Clockwise
- Right } - Anti Clockwise

SELECT BUTTON - Choose grade, level and number of players.

START BUTTON - Starts game.

A BUTTON - Places piece.

LET'S PLAY

1. The grade selection appears. There are four choices:
(i) primary (ii) medium (iii) senior (iv) two players.

Press **SELECT** to choose the level, then **START** to begin. If you choose two players the game will begin automatically, or else you will have to choose the level section.

2. Use the Control Pad to move. "←" is to move in a clockwise direction and "→" in the opposite direction.
3. Press "A" to place your pieces.
4. Press **START** for the next round.

HINTS

1. You can only make legal moves in this game. The only locations that you can place your pieces will be indicated with a block.
2. There is no time limit on this game even though there are two time displays to show how long you spend to make moves.
3. Your score, meaning how many pieces each player has, will be displayed on the top right hand side of the screen.
4. Two kids on the right hand side of the screen represent you and your opponent. The first player is the kid standing on the left, and the second player or computer is standing on the right. When you win pieces, your kid will laugh merrily. If you lose, he'll cry.
5. Since this is an 8x8 board, which means only 64 pieces can be on the board at a time, your opponent needs only 32 pieces to win the game. Or when one side has more pieces than his competitor towards the end of the game, he wins.
6. Watch the corner, and you will win the game.

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PAC-MAN — INSTRUCTIONS

OBJECT OF THE GAME/GAME DESCRIPTION

The greatest hit of the decade! Now available on the Nintendo Entertainment System! Now you have the opportunity to guide the world famous Pac-Man through a challenging maze. Your goal is to have Pac-Man gobble all the white dots and the four ghosts haunting the maze BEFORE they eat him. But there's a catch: Pac-Man has to eat an "energizer" before he can eat any of the ghosts. To get the maximum number of points, the energized Pac-Man must gobble all four ghosts before he loses his power and becomes vulnerable himself. Remember, once a ghost is eaten, it doesn't stay dead; it comes right back to haunt Pac-Man! Every time you finish a maze by having Pac-Man eat all the dots, a new maze with even faster ghosts appears to test your skills to the limit. So gobble 'n' get gobblin'!

INTRODUCTION

The energized Pac-Man is meeting his heroic endstanding debut with this tongue game for the Nintendo Entertainment System! As in the famous arcade game, Pac-Man is intent on eating everything in sight, all the while avoiding being gobbled by the infamous ghosts, Blinky, Pinky, Inky, and Clyde.



OBJECTIVES

Success in playing Pac-Man is determined by point scores. You may either play against yourself, working to ever improve your own score, or against an opponent to beat his or her score. Points are earned by "eating" (moving over) the dots in Pac-Man's path as it travels through the screen maze. As one maze is cleared, a new one (appears).

The only threat to Pac-Man are the four ghosts. They must either be avoided or eaten. They may only be eaten, however, after Pac-Man has first eaten an "energizer". Then the ghosts will turn blue for a brief period (similar with each maze) and flee, then they begin to follow, the time in which they may be eaten is almost up. If you're not quick enough and let Pac-Man run into a ghost while it isn't blue, he will get eaten himself! Fortunately, Pac-Man has time limits at the beginning of the game, so you'll have the opportunity to make the mistake at least twice. However, once the Pac-Man's lives have been used up, the game is over.

SCORING

Each maze is set up with a total of 200 dots. The maze is divided into four quadrants, the four large, starting dots, but, which appears every few times in each maze are the ghosts, the four and the ghost mazes. The more Pac-Man eats, the higher your score will be.

Each dot is worth 10 points.

Each energizer is worth 50 points.

Ghosts are worth more points the more you eat at a single attempt (after a single energizer).

1st ghost = 200 points • 2nd ghost = 400 points • 3rd ghost = 600 points • 4th ghost = 1,000 points

The first bonuses increase in point value with each successive maze.

1st maze = CHERRY = 100 points each • 2nd maze = STRAWBERRY = 300 points each

3rd maze = ORANGE = 500 points each • etc.

After scoring 10,000 points you will be awarded an additional life for Pac-Man.

CONTROLLER PARTS AND FUNCTIONS

ONE-PLAYER GAME: In a one-player game, the controller must be inserted into the jack labeled "1" on the game machine.

TWO-PLAYER GAME: In a two-player game, Player 1 uses the controller inserted into the jack labeled "1" on the game machine. Player 2, likewise, uses the controller inserted into the jack labeled "2". Player 1 is the first to play. Play alternates between the two players, with each turn lasting until the active player's Pac-Man loses a life.

SELECT: At the beginning of play, the select button allows you to choose between a one-player and a two-player game. Press the button to position the screen machine (a triangle) near to the game type of your choice. This button has no function during game play.

NOTE: The game selection screen is not being displayed when you are ready to begin playing, press either the select button of the start button.



[START]: After you have selected either a one-player or two-player game, begin the game by pressing the START button. The first maze will appear on the screen, with Pac-Man at the center of the lower half of the maze, positioned lengthwise.

Use the start button during game play to pause the action temporarily ("pause"). Press the button again to restart the action where you left off.

[CONTROL PAD]: All of Pac-Man's movements through the screen maze are directed by using the control pad. Pressing the right arrow moves Pac-Man to the right; the left arrow moves him to the left; the down arrow moves him down.

[A] and [B]: These buttons have no function in the game.

[RESET]: The reset button on the game machine, not on the controller, is used to restart in the middle of a game, canceling the game in progress.

STRATEGY

It is best to avoid the ghosts until Pac-Man is eaten; and as many ghosts as possible (generally, at least) are also eaten while they are in the maze. You can attack the ghosts by moving Pac-Man back and forth in one side (usually, near an energizer). Once the ghosts converge, eat the energizer and quickly position the ghosts. Each ghost eaten in successive mazes in point value.

Exit as many times as possible while moving about the maze. It is best not to have solid dots, so you may be unable to get back to them later in the game. The ghosts will pursue you more quickly the simpler the maze becomes.

Try not to get trapped in portions of the maze where dots are relatively far apart — clear those when the ghosts are occupied elsewhere. When you do find yourself closely pursued by ghosts, escape into the "empty tunnel" through the openings at the sides of the maze. While in the "empty tunnel", Pac-Man moves faster than the ghosts. Also note that Pac-Man moves more quickly in sections of the maze that have been cleared than in those still full of dots.

Each of the four ghosts has a slightly different style of pursuit. Study each of them to learn the most effective evasion tactics. Also observe that if all four ghosts are not in pursuit, and you successfully elude them for a certain amount of time, they will eventually scatter temporarily, then converge again.

STATUS INDICATORS

There are a number of status indicators that appear on screen as you are playing Pac-Man. The highest score of the playing session and the game machine now turned on is displayed in the upper right-hand corner of the screen.

Player scores are displayed below the high score. Player 1's score is shown under "1st" and Player 2's if two people are playing under "2nd". The active player is indicated by a flashing display.

[NOTE: The high score also appears at the top of the game selection screen. Named by the most recent scores for Player 1 and 2 respectively, Player 2.]

The number of Pac-Man lives remaining for the active player is displayed in the form of Pac-Man symbols (1 per dot at the bottom right-hand corner of the screen).

The number of the maze which is being cleared is displayed in the form of that symbol (1 per maze), also near the bottom right-hand corner of the screen, above the Pac-Man life symbols.

SIDEWINDER — INSTRUCTIONS

INTRODUCTION

Even a fast and powerful chopper like the SIDEWINDER cannot survive a complete enemy strike force without the skill of an experienced commander. You will have to know how to fully utilize special firing weapon selections and be able to spot and gather approaching enemy crafts and resources even in the midst of heavy gunfire. Energy rising appears on the bottom of your screen. Each player will start out with 60 energy points. Substantial energy points are lost if you are hit by a missile. During normal operation, the SIDEWINDER will also consume small amounts of energy points. However, this consumption will stop when the energy meter reaches zero.

You will first encounter a wave of enemy ships, then face a pair of extremely choppy and as powerful as the SIDEWINDER. Defeating this pair, you will then find yourself on your way towards a Mothership. Use it as you can find the strategy to lose the Mothership.

CONTROLS FUNCTIONS



CONTROL PAD
A BUTTON
SELECT BUTTON

Control direction of chopper
Firing button
Moves cursor to select options on the screen (when using a double player mode, only the first player can use the Select button)
Starts the game. Also pauses the game.

START BUTTON

SELECT BUTTON

FIRING WEAPONS SELECTION

Many players have a preference for a specific type of weapon. When you see the desirable firing weapon, press towards it. Upon contact with the symbol you will have the new firing capability plus 5 additional energy points.



Single Firing Double Firing Triple Firing Four-Way Firing Triple Angled Firing

ENERGY

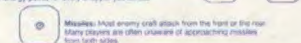
Look for the following displays to replenish your energy levels.



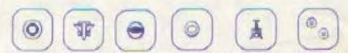
1. Energy Cell: Replenishes energy level by 10 points.
2. Energy Recharger: Substantial energy level to hit points.
3. Energy Recharge: Restores the same energy level for a few seconds.

ENEMIES

Single-Firing Choppers are hard nuts to most players. But avoiding these chopsters is not always a smart thing to do since you can gather up to 5 energy points equivalent to 30 energy points for every chopper you defeat.



Missiles: Most enemy craft attack from the front or the rear. Many players are often careless of approaching missiles from both sides.



MOTHERSHIPS

